

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

    a display device;

    a primary game operable for one or more plays based upon placement of a wager which corresponds to one of : (a) a first wager level; and (b) a second wager level which is greater than the first wager level ~~one or more wagers by a player;~~

    a plurality of different game display interfaces available for a single one of the plays based upon the placed ~~a single one of the~~ ~~wagers~~ in the primary game and operable to be displayed by the display device to represent said primary game to the player, wherein each interface includes a plurality of different symbols, wherein the symbols in each interface are associated with ~~perform~~ an identical winning condition ~~function~~ in the primary game with respect to corresponding symbols in ~~the other~~ another one of the ~~interfaces~~, and wherein a plurality of the corresponding symbols in the interfaces are visually different from one another; and

an event that causes the display device to switch from displaying one of the interfaces for the single play of said primary game to another one of the interfaces for the single play of said primary game

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:

        (a) receive an input associated with the placed wager,

        (b) determine whether the placed wager corresponds to one of the first wager level and the second wager level;

- (c) display the first game display interface if the placed wager corresponds to the first wager level;
- (d) display the second game display interface if the placed wager corresponds to the second wager level;
- (e) operate the single play of the game;
- (f) determine an outcome of the single play; and
- (g) indicate the determined outcome.

Claim 2 (currently amended): The gaming device of claim 1, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different from the first payable~~wherein the event is the player's selection of an input device that enables the player to select to switch from one of the interfaces to another one of the interfaces.~~

Claim 3 (original): The gaming device of claim 1, wherein the primary game is a slot game including a plurality of reels, wherein said symbols are displayed on the reels.

Claim 4 (original): The gaming device of claim 1, wherein at least two of the interfaces include at least one visually identical symbol.

Claim 5 (original): The gaming device of claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in another one of the interfaces.

Claim 6 (original): The gaming device of claim 5, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

Claim 7 (original): The gaming device of claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.

Claim 8 (original): The gaming device of claim 7, wherein corresponding symbols are provided in a same frequency in each of the interfaces.

Claim 9 (original): The gaming device of claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 10 (original): The gaming device of claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 11 (original): The gaming device of claim 1, wherein the each of the interfaces includes indicia consistent with a different game theme.

Claim 12 (original): The gaming device of claim 11, wherein each theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claims 13-23 (canceled).

Claim 24 (original): The gaming device of claim 1, wherein at least two of the interfaces are characterized by: having payouts with different volatilities, payouts yielding different expected values, payouts with different eligibility requirements, and payouts with different triggering mechanisms.

Claims 25-36 (canceled).

Claim 37 (currently amended): A gaming device comprising:

a display device;

a primary game operable for one or more plays based upon placement of a wager which corresponds to one of a plurality of different wager levels~~one or more wagers by a player;~~

a plurality of different game display interfaces available for a single one of the plays based upon the placed ~~a single one of the wagers~~ in the primary game and operable to be displayed by the display device to represent said primary game to the player, wherein each a first one of the interfaces including ~~es~~ a plurality of different symbols, a second one of the interfaces including ~~es~~ a plurality of symbols which are different from the symbols of the first interface, ~~; a menu operable to be displayed to the player that displays the symbols of the interfaces to the player, wherein the symbols in each the first interface being associated with~~ ~~es~~ perform an identical winning condition function in the primary game with respect to corresponding symbols of the second interface~~in the other interfaces, and wherein a plurality of the corresponding symbols of the first in the interfaces being~~ are visually different from the corresponding symbols of the second interface~~one another~~; and

at least one processor configured to determine an event that causes the display device to activate one of the first and second ~~switch~~ from displaying one of the interfaces for the single play of said primary game, the event being based on the wager level of the placed wager~~to another one of the interfaces for the single play of said primary game.~~

Claim 38 (currently amended): The gaming device of claim 37, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable~~event is the player's selection of an input device corresponding to said menu and that enables the player to select to switch from one of the interfaces displayed by said menu to another one of the interfaces displayed by said menu.~~

Claim 39 (original): The gaming device of claim 37, wherein the primary game is a slot game including a plurality of reels, wherein said symbols are displayed on the reels.

Claim 40 (original): The gaming device of claim 37, wherein at least two of the interfaces include at least one visually identical symbol.

Claim 41 (original): The gaming device of claim 37, wherein each symbol in one of the interfaces has a corresponding symbol in another one of the interfaces.

Claim 42 (original): The gaming device of claim 41, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

Claim 43 (original): The gaming device of claim 37, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.

Claim 44 (original): The gaming device of claim 43, wherein corresponding symbols are provided in a same frequency in each of the interfaces.

Claim 45 (previously presented): The gaming device of claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 46 (previously presented): The gaming device of claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 47 (currently amended): A gaming device comprising:

a display device;

a primary game operable for one or more plays based upon a placement of a wager which corresponds to one of a plurality of different wager levels~~one or more wagers by a player~~;

a plurality of visually different interfaces available for a single one of the plays based upon the placed a single one of the wagers in the primary game, the interfaces which are each adapted to be displayable~~ed~~ by the display device to represent the primary game to the player, wherein a first one of the each interfaces including~~es~~ a plurality of symbols, a second one of the interfaces including a plurality of symbols which are the different from the symbols of the first interface, wherein the symbols in each one of the first and second interfaces being associated with~~perform~~ an identical winning condition~~function~~ in the primary game in accordance with a paytable of the primary game, and wherein a plurality of the different symbols in each one of the interfaces look visually different than the plurality of the different symbols in each of the other interfaces that perform the same function; and

at least one processor configured to select either one of the first and second interfaces for the single play, the selection depending upon the wager level of the placed wager.

an input device which enables the player to cause the display device to switch from displaying one of the interfaces for the single play of said primary game to another one of the interfaces for the single play of said primary game.

Claim 48 (previously presented): A gaming device comprising:

a display device;

a primary game operable for one or more plays based upon a wager placed at one of a plurality of different wager levels~~one or more wagers by a player~~;

a plurality of different game display interfaces available for a single one of the plays based upon the placed ~~a single one of the~~ ~~wagers~~ in the primary game and operable to be displayed by the display device to represent the primary game to the player, a first one of the ~~wherein each~~ interfaces ~~including~~ es ~~a first set of~~ plurality of different reel ~~symbols, a second one of the~~ interfaces ~~including~~ a second set of reel ~~symbols, the first set corresponding to the second set, the first set being different from the second set, the reel symbols of the first and second sets being associated with~~ ~~wherein the symbols in each interface perform an identical winning symbol combination function in the primary game with respect to corresponding symbols in the other interfaces, wherein each symbol in each of the interfaces has a corresponding symbol in each of the other interfaces, wherein the corresponding symbols are provided in a same frequency in each of said interfaces, and wherein a plurality of the corresponding symbols in the interfaces are visually different from one another;~~ and

at least one processor ~~configured to select either one of the first and secod~~ ~~interfaces for the single play, the selection depending upon the wager level, an event~~ ~~that causes the display device to switch from displaying one of the interfaces for the single play of said primary game to another one of the interfaces for the single play of said primary game.~~

Claim 49 (currently amended): The gaming device of claim 48, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable ~~event is the player's selection of an input device that enables the player to select to switch from one of the interfaces to another one of the interfaces.~~

Claim 50 (previously presented): The gaming device of claim 48, wherein the primary game is a slot game including a plurality of reels, wherein said symbols are displayed on the reels.

Claim 51 (previously presented): The gaming device of claim 48, wherein each of the interfaces include at least one visually identical symbol.

Claim 52 (new): The gaming device of claim 1, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 53 (new): The gaming device of claim 52, wherein the game includes a plurality of reels, and the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 54 (new): The gaming device of claim 52, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) a plurality of symbols of the first game display interface; and (b) a plurality of symbols of the second game display interface.

Claim 55 (new): The gaming device of claim 1, wherein: (a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate.

Claim 56 (new): The gaming device of claim 1, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 57 (new): The gaming device of claim 56, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music

theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 58 (new): The gaming device of claim 1, wherein the first game display interface includes a first set of the symbols and the second game display interface includes a second set of the symbols, the second set of symbols including at least one symbol visually different from at least one symbol of the first set.

Claim 59 (new): The gaming device of claim 1, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 60 (new): The gaming device of claim 1, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) display at least two selectable symbols;
- (ii) receive an input corresponding to a selection of one of the selectable symbols;
- (iii) operate the bonus game, the bonus game including an interaction between the at least two selectable symbols;
- (iv) determine a winning symbol based on the interaction,
- (v) if the selected symbol corresponds to the determined winning symbol, indicate a first bonus award; and
- (vi) if one of the selectable symbols, other than the selected symbol, corresponds to the determined winning symbol, indicate a second bonus award, the second bonus award having a lesser value than the first bonus award.

Claim 61 (new): The gaming device of claim 37, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 62 (new): The gaming device of claim 61, wherein the game includes a plurality of reels, and the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 63 (new): The gaming device of claim 61, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) a plurality of symbols of the first game display interface; and (b) a plurality of symbols of the second game display interface.

Claim 64 (new): The gaming device of claim 37, wherein: (a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate.

Claim 65 (new): The gaming device of claim 37, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 66 (new): The gaming device of claim 65, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 67 (new): The gaming device of claim 37, wherein at least one of the symbols of the first game display interface is visually different from at least one of the symbols of the second game display interface.

Claim 68 (new): The gaming device of claim 37, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 69 (new): The gaming device of claim 37, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is configured to operate with the display device to:

- (i) cause a display of at least two selectable symbols;
- (ii) receive an input corresponding to a selection of one of the selectable symbols;
- (iii) operate the bonus game, the bonus game including an interaction between the at least two selectable symbols;
- (iv) determine a winning symbol based on the interaction,
- (v) if the selected symbol corresponds to the determined winning symbol, indicate a first bonus award; and
- (vi) if one of the selectable symbols other than the selected symbol corresponds to the determined winning symbol, indicate a second bonus award, the second bonus award having a lesser value than the first bonus award.

Claim 70 (new): The gaming device of claim 47, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 71 (new): The gaming device of claim 70, wherein the game includes a plurality of reels, and the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 72 (new): The gaming device of claim 70, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) a plurality of symbols of the first game display interface; and (b) a plurality of symbols of the second game display interface.

Claim 73 (new): The gaming device of claim 47, wherein: (a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate.

Claim 74 (new): The gaming device of claim 47, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 75 (new): The gaming device of claim 74, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 76 (new): The gaming device of claim 47, wherein a plurality of the symbols of the first game display interface are visually different from a plurality of the symbols of the second game display interface.

Claim 77 (new): The gaming device of claim 47, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 78 (new): The gaming device of claim 47, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is configured to operate with the display device to:

- (i) cause a display of at least two selectable symbols;
- (ii) receive an input corresponding to a selection of one of the selectable symbols;
- (iii) operate the bonus game, the bonus game including an interaction between the at least two selectable symbols;
- (iv) determine a winning symbol based on the interaction,
- (v) if the selected symbol corresponds to the determined winning symbol, indicate a first bonus award; and
- (vi) if one of the selectable symbols other than the selected symbol corresponds to the determined winning symbol, indicate a second bonus award, the second bonus award having a lesser value than the first bonus award.

Claim 79 (new): The gaming device of claim 48, wherein the winning condition requires that a plurality of the reel symbols are displayed according to a designated spatial arrangement.

Claim 80 (new): The gaming device of claim 79, wherein the game includes a plurality of reels, and the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 81 (new): The gaming device of claim 79, wherein the designated spatial arrangement specifies a reel symbol combination which is satisfied by either one of: (a) a plurality of reel symbols of the first set; and (b) a plurality of reel symbols of the second set.

Claim 82 (new): The gaming device of claim 48, wherein: (a) the reel symbols of the game display interface are associated with a payout rate; and (b) corresponding reel symbols of the second game display interface are associated with a different payout rate.

Claim 83 (new): The gaming device of claim 48, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 84 (new): The gaming device of claim 83, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 85 (new): The gaming device of claim 48, wherein at least one of the reel symbols of the first game display interface is visually different from at least one of the reel symbols of the second game display interface.

Claim 86 (new): The gaming device of claim 48, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 87 (new): The gaming device of claim 48, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is configured to operate with the display device to:

- (i) cause a display of at least two selectable symbols;
- (ii) receive an input corresponding to a selection of one of the selectable symbols;
- (iii) operate the bonus game, the bonus game including an interaction between the at least two selectable symbols;
- (iv) determine a winning symbol based on the interaction,
- (v) if the selected symbol corresponds to the determined winning symbol, indicate a first bonus award; and
- (vi) if one of the selectable symbols other than the selected symbol corresponds to the determined winning symbol, indicate a second bonus award, the second bonus award having a lesser value than the first bonus award.

Claim 88 (new): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data representing:

- (i) a game operable upon a wager;
- (ii) a first wager level;
- (iii) a second wager level which is greater than the first wager level;
- (iv) a plurality of reels;
- (v) a plurality of reel symbols including:
  - (x) a first set of reel symbols; and
  - (y) a second set of reel symbols, the second set of reel symbols being different from the first set of reel symbols;
- (vi) a winning condition which specifies at least one symbol arrangement, the winning condition being satisfied as a result of either one of:
  - (x) a plurality of the reel symbols of the first set appearing on the reels according to the at least one symbol arrangement; and
  - (y) a plurality of the reel symbols of the second set appearing on the reels according to the at least one symbol arrangement;

(b) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (i) receive an input associated with a wager;

- (ii) determine whether the wager corresponds to one of the first wager level and the second wager level;
- (iii) if the placed wager corresponds to the first wager level:
  - (x) generate the first set of symbols on the reels;
  - (y) determine a first outcome; and
  - (z) indicate whether the first outcome satisfies the winning condition; and
- (iv) if the placed wager corresponds to the second wager level:
  - (x) generate the second set of symbols on the reels;
  - (y) determine a second outcome;
  - (z) indicate whether the second outcome satisfies the winning condition.

Claim 89 (new): The gaming system of claim 88, wherein: (a) the reel symbols of the first set are associated with a payout rate; and (b) corresponding reel symbols of the second set are associated with a different payout rate.

Claim 90 (new): The gaming system of claim 88, wherein the first set of reel symbols and the second set of reel symbols are associated with a common theme.

Claim 91 (new): The gaming device of claim 90, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 92 (new): The gaming system of claim 88, wherein the first set of reel symbols is displayed for a first play of the game and the second set of reel symbols is displayed for a second play of the game.

Claim 93 (new): The gaming system of claim 88, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) display at least two selectable symbols;
- (ii) receive an input corresponding to a selection of one of the selectable symbols;
- (iii) operate the bonus game, the bonus game including an interaction between the at least two selectable symbols;
- (iv) determine a winning symbol based on the interaction,
- (v) if the selected symbol corresponds to the determined winning symbol, indicate a first bonus award; and
- (vi) if one of the selectable symbols other than the selected symbol corresponds to the determined winning symbol, indicate a second bonus award, the second bonus award having a lesser value than the first bonus award.